

# Fighter – Gun Virtuoso

**Armor:** Light and Medium Armor. No shields except Bucklers.

**Weapons:** Firearms, single handed weapons, and crossbows.

**THACO:** As Warrior.

**Saving Throws:** As Warrior.

**Weapon Proficiencies:** 4 + 1 every 3 levels.

- Proficient with firearms, single handed weapons, and crossbows.
- Gain Firearms Combat Style proficiency. (Reduce firearm speed by 1 and gain a +2 to attack with the Pepperbox in Short Range.)

**Nonweapon Proficiencies:** 3 + 2 every 3 levels.

- Gunsmith Proficiency [Int -2]

**Bloodied:** Warrior classes do not get Bloodied.

**Crafts:** As a virtuoso of firearms, you learn special ways to craft your attacks and abilities with the help of your Muse.

- **Crafts Known:** All at 1<sup>st</sup> level. If Dual/Multi- classing, choose 2+1 every odd level above 1<sup>st</sup>. You may only apply one craft per attack.
- **Inspiration Points per Day:** 3 with an additional 1 at 2<sup>nd</sup>, 4<sup>th</sup>, 6<sup>th</sup>, 8<sup>th</sup>, and 10<sup>th</sup> levels (Max 8). Points automatically Reset after a Long Rest. You may regain up to 1x your daily maximum uses with Hit Die (1:1) during Short Rests. On Crafts marked with a \*, you must make a successful Wisdom check to activate the ability. If you have 0 Inspiration points when you roll Initiative, you gain 1 IP.
  - **Action Surge:** As a **Free Action** once per round, use an Inspiration Point to gain part of an additional action. Gain one Attack, use up to 30 feet of movement, or gain another **Minor Action**.
  - **Deadeye Shot:** When you make a firearm attack against a creature, you can expend one Inspiration Point to gain Advantage on the attack roll.
  - **Disarming Shot:** When you hit a creature with a firearm attack, use an Inspiration Point to attempt to disarm the target. The target must make a **Saving Throw vs RSW** or drop a held item of your choice that gets pushed back 10 feet away from you.
  - **Fast Draw:** After you roll your Initiative, if you plan to use a firearm attack on your next action, use an Inspiration Point as a **Free Action** to add a bonus of 10 to your Initiative roll.
  - **Mobile Shot:** When losing an attack for movement, you gain a bonus firearm attack. This Craft can only be used once per round.
  - **Muse Sense\*:** Concentrate as a **Minor Action** and merge your senses with your Muse. You can do one of the following: 1. Detect sentient (Int 6+) minds up to 60 feet away, knowing their precise location even if unseen; 2. See the art of construction and detect secret doors, engineered traps, or weak points where you look; 3. Smell the ingredients of a substance with 10 feet.
  - **Piercing Shot:** When you hit a creature with a firearm attack, use an Inspiration Point to attempt to fire through to a second opponent. If the first attack roll succeeds, you may make a second attack roll as a **Minor Action** against a creature in line directly behind the target. If you hit, you do half the damage you did to the first target. Only the initial attack can misfire.
  - **Precise Shot:** Use an Inspiration Point to make a round of ranged attacks without cover or concealment penalties.
  - **Second Wind:** Use an Inspiration Point as a **Minor Action** and roll any of your remaining Hit Die to heal yourself.
  - **Tragic Shot:** Before you make an attack, use an Inspiration Point as a **Minor Action** to declare a Tragic Shot with your next single attack. If you hit, it becomes a Critical Hit. If you miss, the IP is still used.
  - **Trick Shot** As a **Reaction**, fire a bullet at an incoming arrow/bolt/stone/bullet to deflect it. Make an attack roll against an Armor Class 0 (with negatives for magic enhancement) and if you hit, the missile is deflected. If you roll a Critical Hit, the missile deflects to any enemy within 30' of you. Combat Reflexes.
  - **Winging Shot:** When you hit a creature with a firearm attack, use an Inspiration Point to bring the movement of a Large or smaller target to 0 until the start of your next turn. If a flying creature cannot hover (Fly type C-E), it must land at the beginning of their next turn. If the target makes a **saving throw vs RSW**, their speed is only reduced in half.



- 3<sup>rd</sup> – Run and Gun:** On the first round of any combat, you can move up to half movement and not lose any attacks.
- **Gunman’s Insight:** Once per round after a successful attack, make an Insight check as a **Free Action** to determine Resistances and Vulnerabilities.
- 6<sup>th</sup> – Artist’s Empathy:** With an Insight check, use your Muse to detect any being’s emotions that is within 30 feet of you and gain a +10 to the check.
- **Knowledge of the Muse:** Once per Long Rest, reroll any Int, Wis, or Cha ability check as your Muse shares their knowledge with you or inspires you to think more quickly.
  - **Two Minds are Better:** You have Advantage on Saving Throws vs mind affecting spells/powers.

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| <u>Firearm</u> | <u>WS</u> | <u>Damage</u>       | <u>Range [-2/0/-2/-5]</u>                 | <u>Misfire*</u> | <u>Rate of Fire</u> | <u>Cost</u> |
|----------------|-----------|---------------------|---|-----------------|---------------------|-------------|
| Pepperbox [3b] | -1        | 1d10 P/B, Light     | NA/60’/150’/300’<br>^Can be used in melee | 2               | As Standard         | 200gp       |
| Pepperbox [6b] | -1        | 1d10 P/B, Light     | NA/60’/150’/300’<br>^Can be used in melee | 2               | As Bow              | 300gp       |
| Musket         | -1        | 2d6 P/B, 2-H, Heavy | 30’/200’/400’/800’                        | 3               | As Heavy X-bow      | 300gp       |

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\*Misfire: Rolling that number or below causes a misfire, which makes the weapon unusable. Make a Gunsmith check to see if and how fast it can be fixed. See Gunsmith Nonweapon proficiency for more.

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## Associated Nonweapon Proficiencies

**Gunsmith (Int -2) [1 Slot]** Make this roll to attempt a “quick repair” as a **Minor Action**. If that fails, make a check for a “field repair” after taking a Short Rest and spending 10% the cost of the weapon. If a “field repair” check fails, you must make a check after spending an entire day fixing the weapon and spending 50% the cost of the weapon. A failure of that check means the weapon cannot be repaired. Also used for making Pepperbox ammunition cartridges at 25 + GS level per hour (3gp) and Rifle ammunition cartridges at 10 + GS level per hour (4gp).

**Chainfire (Metamartial – 1 Slot) [Pepperbox Mastery]** Create a minor Chainfire in your Pepperbox, igniting the powder in the next chamber firing two shots nearly simultaneously, with one attack roll. If you damage the target, add 1x normal weapon damage to the target. Using this Metamartial increases the Misfire chance by 1 (to 3).

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### Pepperbox Improvements:

- Improved Smokepowder Cartridge – Pepperbox: Reduce Misfire by 1
- Iron Sights: Gain nonmagical +1 to attack
- Six Barrel: Increase number of attacks per round [as bow]
- Marcelli Cyllindro-conical Bullet: Increases damage to 2d6 (8)

### Musket Improvements:

- Create Musket
- Scope: Reduce Medium and Long Range attack penalties by 2.
- Rifling: Reduce Misfire by 1
- Improved Smokepowder Cartridge – Rifle: Reduce Misfire by 1

Building gun is 50% final cost, Improvements are 10% final cost.